Michael Aliberti: (Project Lead)

* Identified and accessed key for the OpenSky API
* Wrote code for accessing and parsing the OpenSky API
* Coordinated group member roles and served as inbetween for group and Professor Densmore and group mentor John Wilkins
* Wrote code for accessing and parsing the AirportsFinder API
* Contributed to Project Documentation
* Contributed to Project Architecture
* Submitted premises for the Youtube video

Liam Murray: (Documentation Lead)

* Wrote Statement of Work
* Wrote Project Timeline
* Contributed to Project Architecture
* Contributed to Project Documentation
* Identified AirportsFinder API and accessed API key
* Contributed to code for accessing and parsing the AirportsFinder API
* Created and committed README file

Alexander Pozin: (Interface Lead)

* Wrote code for the game screen portion of the GUI (i.e., where the map and potential destinations are displayed)
* Wrote code for buttons displaying plane destinations options, indicators for correct and incorrect answers, and moving on to the next screen
* Linked main screen and game screen portions of the GUI
* Provided assistance in combining code contributions from each team member into one source file

Theodor Waalberg: (Technical Lead)

* Identified and accessed key for Google Maps API
* Wrote code for using the Google Maps API including plotting the locations of the airplane and cities and the line indicating the path between the plane and its point of origin.

Dmitry Zimin: (Specification Lead)

* Wrote code for the main screen portion of the GUI
* Wrote code for the about screen portion of the GUI
* Contributed to Project Architecture